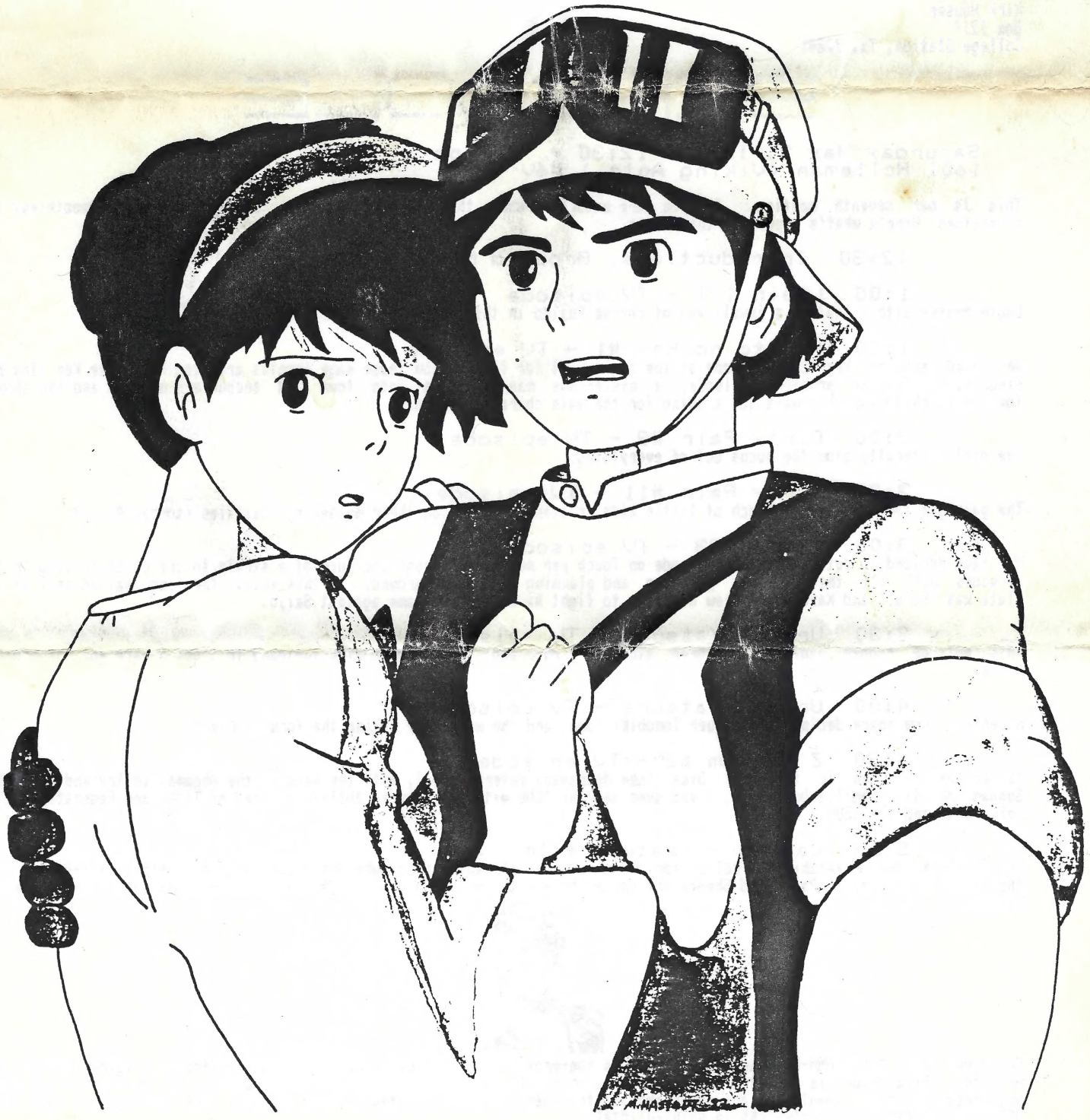
PANAME'S IMAGE

MAY VOL. 2 NO. 4



TIME FOR ANOTHER WHERE

Welcome to the another newsletter for PANIME (pan-ee-may), the animation club for Bryan and College Station area. We share info about Japanese animation and get together once a month to watch selected videos. We are not affiliated with any national organization.

This issue contains a review of the AggieCon 18, the last word on video tapes, Gundam, along with other fun stuff. The next issue and meeting after this will be for the first Saturday in June (probably).

Now, here is the not-so-important stuff...

NAMES TO READ AND TRANSLATE...

Helo Chen - reluctant GOBOT fanatic	(409-846-7248)
Jorge Frank - reluctant GOBOT	(409-696-2263)
Kirk Houser - just reluctant	(409-846-7248)

...any suggestions, complaints, article and art submissions can be bounced off any of these people by phone or by sending stuff to:

Kirk Houser
Box 1214
College Station, Tx. 77841

SCHEDULE:

Saturday May 2, 1987 12:30 - 7:00 pm
1601 Holleman (Viking Apts.) #6V

This is our seventh meeting. If you are unsure of where this is, call one of our staff (The Dancing Smoothies) for directions. Here's what's happening this time:

12:30 Introductions, Grouped News, etc...

1:00 Lupin III - TV episode
Lupin messes with a statue, a jewel, and of course Fujiko in this third season episode.

1:30 Hokuto no Ken #1 - TV episode
We tried showing Ken before, none of the girls went for it, but now those same females are begging to see Ken flex his fingers... In the premiere episode, a mysterious man stumbles into town and encounters mutants and the show's Toei-small-child (which always has a thing for the main character), Lynn.

2:00 Dirty Pair #8 - TV episode
The girls literally blow the mucus out of everything!

2:30 Dirty Pair #11 - TV episode
The pair get involved with a bunch of little kids, casting doubts upon their mothering abilities (sorry, Alex.)

3:00 Touch #23 - TV episode
We have decided to cut back to one episode on Touch per month; it's just too much of a strain to try concentrating on two episodes with all the Cepheids plotting and planning in the background. In this ep... The long awaited call at the plate was "Safu!" and Kazuya and crew now have to fight harder in the game against Saijo.

3:30 Urusei Yatsura - TV episode
This episode spoofs Japanese children stories right and left, ending with the gang in a death race for the magical peach.

4:00 Urusei Yatsura - TV episode
A Centaur from space decides to conquer Tomobiki town (and the world) by taking the form of Ataru.

4:30 Z Gundam #2 - TV episode
"Departure" - Shah in the Rick Dias (see Mechaman) enters Side 7, with the help of the Ahgama, to try and steal the Gundam MK II. Camille boards No. 3 and suprises the AEUG with his natural ability. Tired of Titan and Federation rule, joins Shah and the AEUG.

5:00 Laputa - feature film
To complete our Miyazaki film collection, we present a tale about a boy who one day finds a girl floating into his arms (no it's not Lum). Pazu and Sheeta are chased by adults, good and bad, in search of the elusive castle in the sky... Laputa.

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(Yes folks, this month comes Kinnikku-Jorge, waiting until the last second to submit yet another mammoth article... This is part two of Jorge's MS Gundam articles and is a synopsis of the first movie with a character breakdown. Enjoy.)

MOBILE SUIT GUNDAM I

All the GUNDAM films open with the same flashback to the event that started the ONE-YEAR WAR: The Zions attacked a loyalist colony and blasted it out of orbit onto the city of Sydney, Australia. This first "colony-dropping" killed tens of millions of people both in the colony and on the ground (for those of you who missed last month's intro, Zion (Side 3) is at war with Earth. With the exception of Side 7, which is loyalist, all the other colonies are neutral.)

The present: A task force of Zion's MS-06 ZACK suits are raiding the half-completed colony at Side 7, District 1. The three suits enter the inhabited section via airlock to search for their objective: a Federation base rumored to hold Earth's first prototype mobile suit. They are soon discovered, and the civilians in the colony begin evacuating to the shelters.

FRAU BO rushes home to warn her cousin, AMURO REI, of the attack. Amuro, a young technical genius, is busy on some project and ignores both Frau and his self-built pet robot, HALO. He finally gets dressed as Frau rushes out the door (chatting briefly with a friend, HAYATO KOBAYASHI), and the two head for the shelters in an electric car.

Out in space, the Federation ship WHITE BASE is docking at Side 7. On board is Amuro's father, 2nd Lieutenant TEM REI, the designer of Earth's first mobile suit, the RX-78 GUNDAM. He has come to retrieve the suits before the Zions can capture or destroy it.

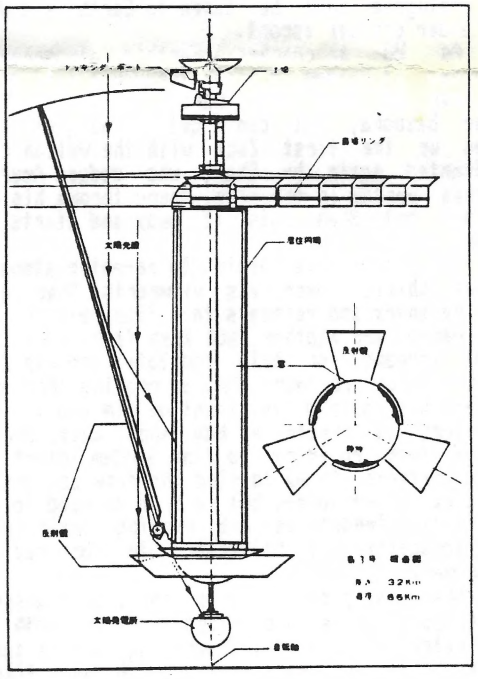
The Zion raiding party has by now reached the base and proceeds to blast every military vehicle in sight. Unfortunately, the civilian shelters are nearby and the Zacks waste a bunch of them as well. In the debris from an explosion, Amuro finds the instruction manual for the Gundam. A Zion pilot radioes back to his C.O., Major SHAH AZNABUL, that they have not yet found the Earth mobile suit.

The civilians are now in a panic trying to reach shelter. Frau tries to get Amuro to go along, but he brushes her off when he sees his father next to a group of crawlers being carried up to White Base (WB from now on), each holding a mobile suit. Amuro asks his father why the suits aren't being used to save the civilians, and his father replies that their mission on WB is more important. The crawler's engine won't start, so Tem and the driver rush off to find another way to get the suits to WB, leaving Amuro behind. Amuro realizes the suit on the disabled crawler is the Gundam.

Frau catches up with Amuro just as a nearby blast throws her down. Amuro helps her up and she notices her mother, killed by the explosion. As Frau staggers toward the shelter, Amuro climbs into the Gundam. Reading from the manual, he turns it on, closes the hatch and activates the screen. He is discovered by a Zack and holds him off with a volley from the head Vulcan cannons. The Zack pilot calls for backup and opens fire, but the shots bounce harmlessly off the Gundam's new gundarium armor. Amuro advances on the Zacks, firing the Vulcan cannons, as his father returns with a towtruck for the crawler. Amuro runs out of ammo fairly quickly and the first Zack moves in to point-blank range. In desperation, Amuro grabs the Zack's rifle and throws the Zack to the ground as he searches for another weapon. He finds and draws his beam saber, lunges at the first Zack, and slices it in half. The exploding Zack blows a hole in the side of the colony and Tem is sucked out into space, fortunately wearing a spacesuit. The second Zack charges Amuro but is impaled on the beam saber.

Shah, furious, orders a bombardment on the colony. The missiles evade the colony's ABM's and strike. Amuro shields the civilians from the blast and warns Frau to get to WB (whose captain, PAOLO, was injured in the blast.) The third Zack escapes and reports back to Shah.

Frau and the other refugees reach WB, where Frau is



Typical space colony

recruited on the spot by SARAH MASS, WB communications officer, to help out in sick bay. At sick bay, the wounded Paolo gives temporary command of WB to young Ensign Bright Noah who, due to an incredible attrition rate, is now the highest-ranking able-bodied officer aboard.

Shah informs his superior, three-star General DOZUL ZABI, of WB's unexpected presence at Side 7, then takes off with a squad in spacesuits on a recon mission. Upon reaching Side 7, his squad signals the Zion cruiser, which opens fire on the colony to distract the Earth forces and cover Shah's entry. He is caught by Sarah while examining the wreckage of an RX-77 GUNCANNON, and removes his helmet and mask. Sarah is so startled (why? Read on...) that Shah is able to kick her gun from her hands and fly off with his jetpack. Amuro arrives in the Gundam too late to stop Shah, so he carries Sarah back to WB. When the hatch is opened for Amuro, Shah sees his chance, flies inside and begins snapping pictures. WB crewmembers fire at him from all sides, but Shah's strong Newtype abilities allow him to dodge bullets before they are even fired. Shah's camera is finally tagged and he blasts his way back to his squad with hand grenades. Amuro pursues him back to their cruiser but gives up, unwilling to shoot an unarmed man in the back.

A squad of Zacks is launched from the Zion cruiser as WB leaves Side 7. Amuro protects WB from incoming missiles

but is attacked by Shah in his red ZACK II. Amuro fires at Shah but he makes an incredibly quick dodge and hits Amuro from behind. Shah charges, then backs off, ordering a wingman to fire on Gundam. As expected, the shots bounce off, but Amuro is thrown off balance long enough for Shah to charge unopposed. He is surprised, and barely dodges, when Amuro manages to swing back, and is distracted from Amuro altogether when a Federation CORE FIGHTER attacks him. Amuro, thus freed from Shah, starts blowing up the other Zacks, disturbing Shah with his skill. The three combatants return to their respective ships.

Amuro arrives on the bridge, where Bright chews him out for stealing the Gundam (Bright taking this personally since he was selected for Gundam Pilot before his temporary promotion to WB commander), but then tells Amuro he can beat the rap by signing on as permanent Gundam pilot- in short, Amuro has just been drafted.

WB travels to LUNA TWO, an asteroid captured and placed at L3 that is a major Federation base. Captain Paolo is wheeled off to the hospital and Bright is given command, receiving a token promotion to Lieutenant, Junior Grade. Bright requests that the refugees from Side 7 be allowed to leave the ship but is turned down. He is told the refugees must be taken to Earth, and WB leaves Luna Two under cruiser escort.

As WB approaches Earth's atmosphere, Amuro is launched in Gundam to break through a line of Zacks trying to keep WB away from Earth. Amuro has a new weapon, a hyper bazooka, but can't get the hang of it at first and blows up the first Zack with the Vulcan cannons. He is confronted again by Shah, who dodges Amuro's shots and punches Gundam in the side. Amuro throws his empty bazooka at him but Shah bats it away and starts kicking Amuro around a bit.

The combatants begin to re-enter atmosphere, and WB raises shields over its viewports. Shah is warned about the re-entry and retreats to a Zion re-entry vehicle (RV), but Amuro and another Zack keep fighting it out. The Zack pilot screams for help too late, and his Zack begins to break up on re-entry. Amuro, reading through the manual, raises his shield in front of him and fires his braking thrusters to create a bow shock wave. Shah's RV and WB emerge from re-entry to find Gundam intact, sans shield. Amuro returns to WB to find the crew celebrating and Frau positively overjoyed, but he's in no mood to enjoy it. His pacifistic tendencies are rearing their ugly heads, and his conscience is bothering him for having killed all those men.

Shah is picked up by the Zion transport MEKISHIKO commanded by his old friend, Colonel GARMA ZABI, and the two catch up on things, discussing tactics against WB, the state reception that night, and Garma's fiancee, ISERINA ESSENBACH. They prepare for another assault on WB.

As WB approaches the Gulf coast of North America, the Zions attack with DOPP fighters. Frau visits Amuro in his quarters and finds him sulking, refusing to fight. Frau

Luna Two

informs the bridge, and Bright blows his top.

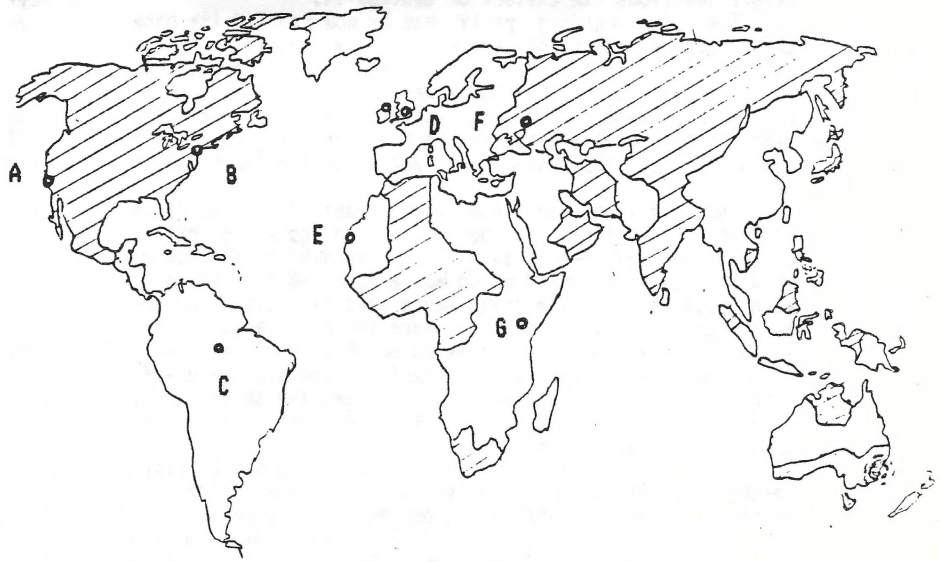
KAI SHIDEN in Guncannon, and Hayato and RYUU HOSEI in the RX-75 GUNTANK, are deployed to defend WB in Amuro's absence. Kai can't quite handle it and panics, somehow managing to blast a few MS-06V ZACKTANKS by firing like a madman.

Bright goes to Amuro's quarters to get him out there to save Kai's, Ryuu's, and Hayato's respective butts. After failing to appeal to Amuro's sense of duty, he appeals to Amuro's sense of pain by punching and slapping him around a bit.

Guncannon is by now out of ammo and the Zions advance on WB. Hayato screams for Amuro to get it together. Amuro finally suits up, takes off in Gundam, and proceeds to blast Zion fighters out of the air. It gets to the point where Shah is sent out to help. Garma tries a direct attack in his fighter but only succeeds in losing a wing to Amuro's beam saber. Amuro pursues Garma's damaged plane until Shah arrives in his Zack and starts pummeling Amuro, knocking out his viewscreen. WB fires a missile barrage at Shah which doesn't hit him, but does succeed in forcing him back.

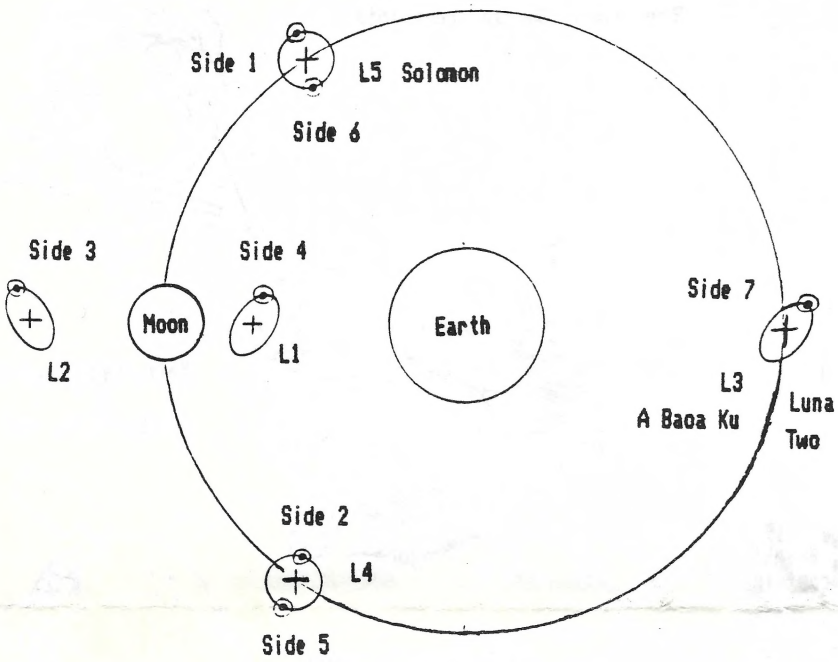
Amuro spots a Federation transport and escorts it to WB, where they land a WB takes on supplies. Amuro meets the transport's commander, 1st Lieutenant MATILDA AJANE, and is smitten from the start by the knockout redhead.

Back in New York City Shah and Garma are attending a formal reception. Shah finally sees Garma's fiancee Iserina and nearly pops a rivet, prompting Garma to escort the young lady out to the privacy of the balcony. Garma tries to convince Iserina to go to Zion with him, but she is undecided. Her father, NYC's mayor, supports the Earth resistance to Zion rule and considers her a traitor. Just then Garma is called out to intercept WB, which has been sighted once again in Los Angeles. Bright decides to hide WB in the Astrodome (No, not the Houston Astrodome...



White- Federation
Shaded- Zion occupied

A - California Zion Base
B - New York City- Zion North America HQ
C - Jablow- Federation Military HQ
D - Federation European HQ
E - Dakar- Capital of Earth Federation
F - Zion Earth Occupation HQ
G - Kilimanjaro Federation Base



which is not big enough to hold WB, anyway...) Garma begins bombing the city to flush out WB and sends out Shah to find Gundam. Shah spots WB inside the dome- but gives Garma the "all-clear" anyway. Garma flies his transport directly over WB and is promptly hit by a full barrage. Shah radioes an "apology" to Garma, but that Garma and his family have to die to avenge his father's death. Garma attempts to ram WB with his doomed craft but it explodes just short of its objective.

The news of the Zabi heir's death spreads quickly. While Iserina grieves in New York, the rest of the Zabi family is recalled to Zion for a state funeral (the suspicious Kishiria ordering a full investigation into Garma's death), and the WB crew goes on vacation. Amuro returns to his mother's home but finds it empty. He finds his old toy doll and has a flashback to his parents' separation.

Amuro is reunited with his mother, KAMARIA REI, at a Red Cross refugee center, but a group of Zion soldiers arrive, searching for the pilot of a core fighter they sighted (Amuro's, of course.) His mother hides him in a bed in the refugee hospital. The Zion soldiers enter, trying to ingratiate themselves to the locals (such as by offering candy to kids) but get no cooperation. Suddenly, Amuro's beeper goes off and the soldiers approach his bed. Amuro shoots one from under the blanket, then jumps up and charges after the other, pistol blazing. Kamaria is shocked at how her son has changed. Amuro's beeper goes off again and he returns to his hidden core fighter and flies back to WB. He spots Lt. Ajane again in her transport and, thus inspired, starts bombing Zions with his core fighter.

Outside WB, Amuro says farewell to his mother, who gives him back his doll, as if hoping that would make things as they once were. But Amuro simply salutes her as he returns to the ship. As WB takes off, Kamaria slumps to the ground and sobs for her son, who has apparently rejected her pacifistic ideals.

That night, as WB and Ajane's transport camp out, Lt. Ajane explains "Newtypes" to Bright, who had never heard of them. Because they are a strain of humans evolving in space (see last month's intro), Zion has a definite edge in Newtypes. However, Amuro has strong Newtype potential since he was born on Side 7, and most of the rest of WB's crew has Newtype potential to one degree or another. Amuro watches as Lt. Ajane takes off. Frau is definitely jealous by now.

Zion is preparing for Garma's funeral, and DEGIN ZABI has secluded himself in the royal palace, watching Garma's last taped message over and over. KISHIRIA ZABI enters and rouses her father for the funeral. As the Zabi family takes the stage before a gigantic portrait of Garma, the crowd breaks into chants of "Zabi! Zabi!"

WB is engaged by a Zion transport under the command of (army) Captain RAMBA RAL and his wife HAMON. Gundam, Guncannon and Guntank are ordered out for battle, and Ramba takes off in Zion's newest mobile suit, the MS-07 GOUF. After the little incident with his mother, Amuro is definitely in no mood to fight, but he doesn't "wake up" until Ramba attacks him with an electowhip that shocks the Gundam. Ramba charges Amuro, wraps the whip around Amuro's gun, and tears it from his grasp. Guntank and Guncannon arrive and provide heavy covering fire for Amuro as he pulls his beam saber, but Ramba blocks Amuro's first blow with his shield. As the now-outnumbered Zions begin to retreat, the Zion transport arrives and fires flares to confuse WB as the suits make their escape.

An undeclared cease-fire takes place as both sides watch Garma's funeral. Shah, out of uniform pending the investigation into Garma's death, watches the funeral from a bar TV. He and Garma had been really close, and he perhaps regrets having to kill Garma as the first step in his plan to eliminate the Zabis.

At the funeral, GIREN ZABI's speech goes into full Earth-bashing, name-calling mode, and the crowd is really getting into it, chanting "Sieg Zion! Sieg Zion!" The WB crew watching the funeral realize that, in killing Garma, they not only created a martyr for the Zion cause but they also traded the likeable Garma for his nasty older brother, Giren. The shouts of "Sieg Zion!" begin to echo louder in the ears of the WB crew as WB flies over the Pacific towards Asia...

The Characters:

Earth Federation:

Amuro Rei

(Gundam pilot, age 15) Son of TEM REI, the military engineer who designed the Gundam, and KAMARIA REI, a pacifist. When Amuro was much younger his parents divorced and Amuro was sent to live with his aunt and his cousin, FRAU BO. He is constantly torn between his paternally-instilled sense of duty and his maternally-instilled pacifism. He is the strongest Newtype in the Federation military, but his powers are not fully realized until later.

Frau Bo

(Medical assistant, age 15) Since childhood, she has harbored a crush on Amuro and gets jealous every time he looks at other women, but is eternally frustrated by the fact that Amuro is her cousin and won't look at her.

Hayato Kobayashi

(Guntank co-pilot, age 15) Old friend of Frau's and Amuro's. More quiet and obedient than Amuro, but not as good a pilot, either.

Sarah Mass

(WB communications officer, real name: Ardacia Som Dyken, age 17) Lost daughter of Zion Dyken (see intro.) After her father's assassination when she was 6, she and her brother were spirited to Earth, where they lived under the names Edward and Sarah Mass. At age ii her brother left her to avenge their father, and at age 15 she emigrated to Side 7, joining the WB crew from there. Her experiences have toughened her, and she is also a latent Newtype, though not as strong as Amuro.

Bright Noah

(WB commander, age 19) Although very young, Bright has become de-facto captain of WB through sheer attrition and is the most experienced officer on board. He is badly overworked, dealing with and intransigent bureaucracy above him and a crew of raw recruits below him. Nonetheless, he perseveres and becomes a major hero of the One-Year War. He is a weak Newtype.

Kai Shiden

(Guncannon pilot, age 18) Like Amuro, was drafted into the service in an impromptu fashion after the attack on Side 7. His cynical, wisecracking nature has made him popular among Japanese fans.

Mirai Yashima

(WB navigator, age 18) Also a new recruit. She has a string of rocky romances on board WB, one of whom is Bright Noah.

Others:

Matilda Ajane (Transport commander)

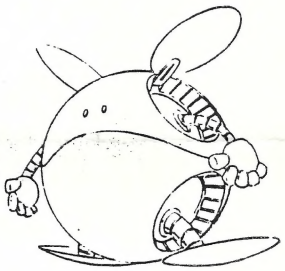
Tem Rei (Military engineer)

Kanaria Rei (Amuro's mother)

Ryuu Hosei (Guntank co-pilot)

Katz, Letz, and Kikka

(ages 8, 6, and 4)



Halo (Amuro's robot)

Zion:

Shah Aznabul

(Zion pilot, real name: Casbal Rem Dyken, age 20) Returned to Zion at age 14 under his assumed name to avenge his father, eventually intending to eliminate the Zabis. His trademarks are his red uniforms and mobile suits, giving him the nickname "Crimson Comet." He wears a mask to hide his true identity. He is a very powerful Newtype, and the pilot most feared by the Federation.

Garma Zabi

(Zion pilot and Zabi heir, age 19) An old friend of Shah Aznabul, and the most charming and likeable of the Zabi clan. He was engaged to Iserina Essenbach.

Degin Zabi

(Emperor of Zion, age 62) Former aide and successor to Zion Dyken, his policies have turned Zion into a dictatorship and started a devastating war with Earth. He is strongly suspected of having Zion Dyken killed. He favors his youngest son Garma over his siblings and has chosen him as successor.

Giren Zabi

(Aide to Degin Zabi, age 35) Oldest son of Degin Zabi. Extremely ruthless and ambitious, and sees the death of Garma as his chance to take the reins of power from his ailing father.

Kishiria Zabi

(Zion general, age 24) Only daughter of Degin Zabi, militarily ambitious. She suspects Giren had Shah kill Garma to reopen the line of succession for himself.

Dozul Zabi

(Zion general, age 28) Second son of Degin Zabi, c.o. of both Shah and Garma. Physically deformed but a dedicated soldier, husband and father (his daughter, Minerva, figures more prominently in Z Gundam and Gundam ZZ.)

Ramba Ral

(Zion captain) Old family friend of the Dykens, and the man responsible for saving the Dyken children from the Zabis. Unenthusiastic about the Zabi dictatorship but patriotic toward Zion.

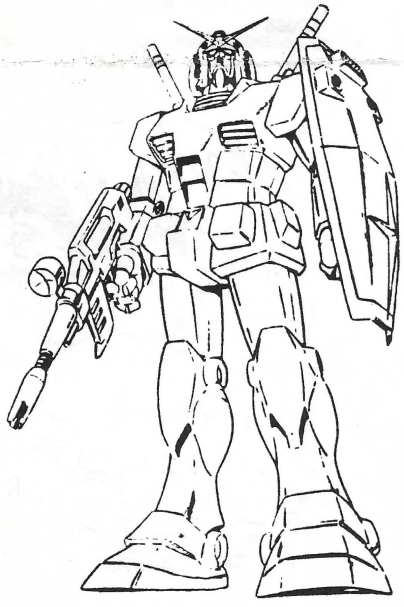
Others:

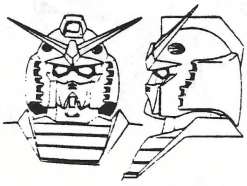
Iserina Essenbach (Garma's fiancee)

Hanon Ral (Wife and assistant to Ramba Ral)

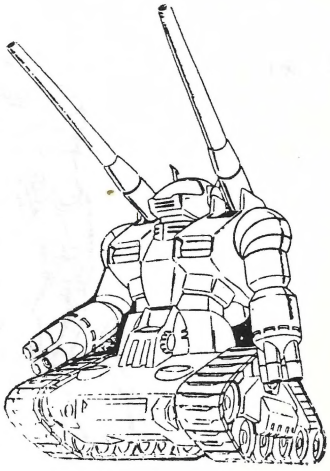
Earth Mecha:

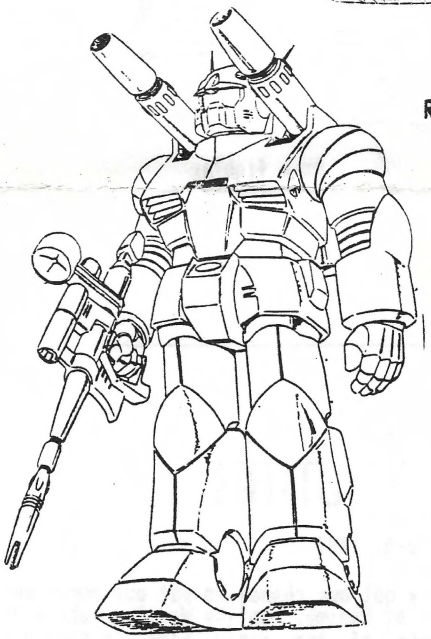
RX-78 Gundam



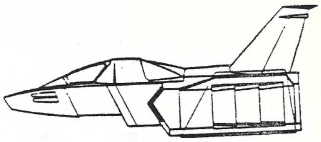


RX-75 Guntank

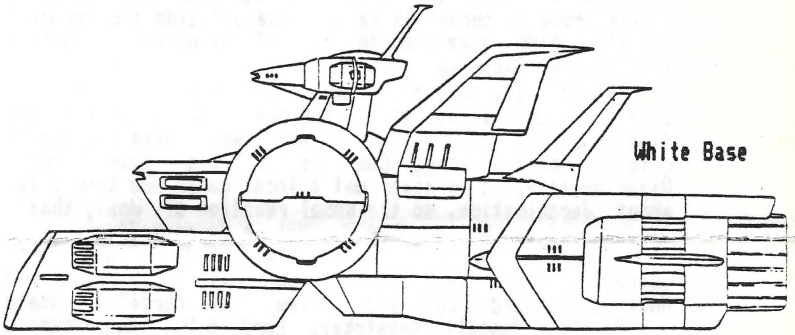




RX-77 Guncannon



Core fighter

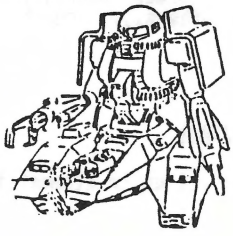


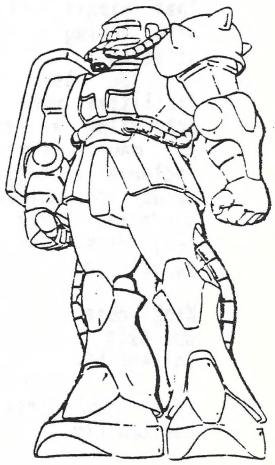
White Base

Zion Mecha:

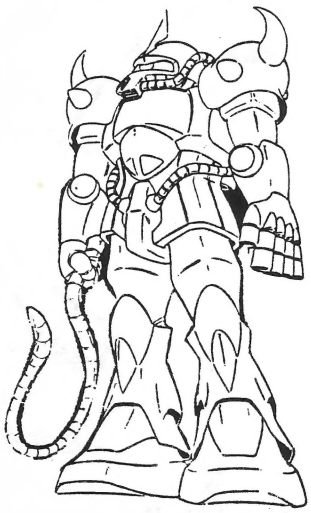
MS-06 Zack

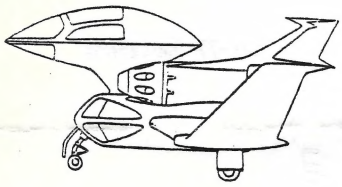
MS-06V Zacktank





MS-07 Gouf





Dopp fighter

CON-JURE

AggieCon 18 - April 2-5, 1987

Well we really got our chance to put our money where our mouths are here at Panime. Unlike War Con, where they gave Jorge a corner of the party room to show a few animated ditties, the folks at AggieCon gave Panime an entire room to ourselves (albeit one building and one wild elevator ride away from the rest of the universe) to show four days of Japanime.

First, the dealer's room... Big, but only half full. I found some things that I had been looking for for some time, but it was just not too exciting. There was gaming galore, because AggieCon is a big gamer con. Unfortunately, I've never met a local gamer who knew a lot about Japanimation, so the usual reaction of "Woah, that's in Japanese... Why do they do that in Japanese?"

Zugg Factor: within two standard deviations of the average con factor (except when that saucy wench from Houston showed up and "blew the curve"). Nanto sei-Gibson, Randall Kenstukey, Lord B.O., and Armored Trooper Yorkums of San Antonio made the scene on Saturday. That single act made sleep impossible that night along with trying to find a TV without at least two VCR's attached.

"So how good was the video room?" Well, the facilities were alright, the equipment fair to good, the scheduling was smooth, the video quality was great, but if you would like to know what was shown, send $3.00 (that includes postage) for a copy of Panime's Japanimation Guide for AggieCon 18. It is 42 pages of info on Iczer 1, Windaria, Stray Cloud, Space Cobra, Z Gundam, Hokuto no Ken, Nine, and many others... checks and money orders payable to:

Kirk Houser
Box 1214
College Station, Tx. 77841

(You didn't really expect us to attempt to praise or hack our own con!!!)

THE LAST WORD

Several days ago:

"What's the best tape to use, Paul?"

"Why ask when you have issue of Image with my article?"

"Yeah bud, but the list of the top five tapes are the ones that cost fifteen buckoes or more."

In the interest of completeness of data and to provide a comparison list for magnetic media shopping trips, here is the entire ratings list of the videotape brands rated by Consumers Union:

On a scale from 1 - 100

tape	rating
Fuji Beridox Super XG	98
Kodak Hi-Fi Stereo	96
Maxell RX Pro	96
TDK E-HG Super Avilyn	96
TDK Extra High Grade Hi-Fi Super Avilyn	95
TDK HD Pro Super Avilyn	95
Maxell HGX Gold Hi-Fi	94
Scotch EXG	94
Sony Dynamicron Pro-X	94
BASF Chrome Super HG Hi-Fi	92
Scotch EXG Hi-Fi	92
Scotch EXG Pro	92
Sony Dynamicron UHG	92
RCA Super High Grade Stereo Hi-Fi	91
Scotch EG	91
Scotch EXG Camera	91
Memorex Pro Cam	90
Panasonic Premium Standard	90
Polaroid Supercolor	90
Fuji Beridox	89
Scotch EG+ High Grade	89
TDK HS Super Avilyn	89
Maxell EX	88
JVC Dynarec	87
Maxell HGX High Grade	87
Quasar Super GT	87
Radio Shack Supertape Gold High Grade	86
RCA Premium Quality Stereo Hi-Fi	86
Sony Dynamicron	86
Kodak	85

"We'd do anything for a stuffed Mughi doll, Alex!"

Konica Super SR High Performance	85
Memorex HS	85
Radio Shack Supertape	84
SKC Standard Grade Stereo Hi-Fi	84
BASF Chrome Extra Quality	83
Certron High Grade	80

-Paul Ortega (from Consumer Reports November 1986)

P.S. - A bit of unrelated news... Eclipse Comics has announced its new series of translations of Japanese manga. As of last notice, the line-up of bi-weekly publications is Area 88; Kamui, the Ninja; and Mai, the Psychic Girl.

Two illustrated fliers are available for a SASE for each.
WRITE:

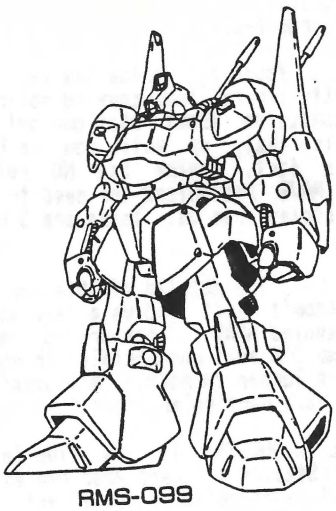
Eclipse Comics
P.O. Box 1099
Forestville, CA 95436

Atten: Japanese Manga Flyer

Pain. That was all I felt. It was dark also. Gradually I opened my eyes and piercing light stabbed by eyes. The pain persisted. I experimentally moved my limbs to see if everything was functioning. Finally my eyes adjusted to the light and I found myself laying on my back in an arena that resembled a toilet bowl. Slowly, I got up and scanned the place. The area floor consisted of sand littered with rocks and pieces of metal parts. The walls were slick and steeply sloping upwards to the "rim" of the toilet bowl. At the rim, there were bleachers full of spectators.

All of a sudden, I remembered where I was. I was in the infamous Bandai Battle Bowl. This is where anyone can battle for fame, fortune, female, and failure (usually death). I, the great, macho, well-muscled, cunning, and devastatingly handsome Mechaman, entered the Battle Bowl so I can win the fair Min-Jorge's favor. What knocked me out was probably the flying tomato that one of my loyal fans kindly offered to me. To show my gratitude, I picked up the tomato and took a bite out of it. Next, I looked for my Min-Jorge who was sitting at the rim. The sun highlighted her pretty nose, sexy ears, and exciting little beard stubbles. But before I could blow her a kiss, my opponent entered the battle ground.

My opponent was a red and brown, blue-eyed cyclops. His name was Rick Dias. Rick was a 1/144 scale High Complete Model monster from Bandai. He was in the supporting cast in the Z Gundam series. He flexed his hands, turned his wrists, twisted his head, rotated his


RMS-099

ankles, and bent his arms and legs. When he realized his demonstration of flexibility did not impress me, he began to show me his two guns and laser saber. I remained unmoved by his weapons display. Angered by my lack of response, he made his eye glow and attacked. Now I'm impressed! His frame of 7 inches tall slammed into me with the force of a small nova. But I, Mechaman was not so easily defeated. I fought back with equal vigor. First, I skillfully punched his fists with my face. Then, I deftly struck my back into his foot. By now, he was stunned by my furious attacks. To finish him off, I drew upon my unlimited strength and slammed my groin into his knees. What followed next, I don't recall. However, I am very sure I won because I am the fantastic Mechaman. No one can defeat me! Ow! Pain! I better sit down in my hospital bed...

(Mechaman is an anonymous article on toys and/or plastic kits. If you have a toy or kit that you enjoy, feel free to take it on in the name of Mechaman by sending us an article. If we feel it fits into the Mechaman image, we will print it.)

HEY!!

QUICK... join Panime before the lines grow too long... Membership is free, but you can also subscribe to our newsletter. Just send us the following on a 3x5 card with $4.00 to cover 6 exciting issues of IMAGE; or join us at our meetings. (PLEASE PRINT)

Name
Address
Phone
Age
Favorite Shows

to: Panime c/o Kirk Houser
P.O. Box 1214
College Station, Tx. 77841

(Please make checks or money orders payable to Kirk Houser.)

We now are offering back issues. (Prices include postage.)

Vol.	No.	Subject	$
1	1	Robotech: movie/Animagic Review	.50
1	2	Yatsura/Mechaman v. Gundam MK. II	.50
1	3/4	(double issue) The Art of Zeta Gundam	1.30
2	1	Comics/Anime Poll/Animation Trivia	.50
2	2	Touch/Timeline/Mechaman/Robtech RPG	.90
2	3	MS Gundam/Kenshiro/Starblazers/Mechaman	.80

PANIME TAPE POLICY
-proposed by Jorge Frank

Since its founding, Panime has had the reputation of having a pretty liberal tape-copying policy, but there has been some confusion about what our policy actually IS. The answer is that, up until now, we have had NO tape policy... in fact, Panime has NO rules whatsoever. However, we HAVE recognized the need to tell people just how to get copies from us. There are 3 ways, in order of priority:

1) TRADING- The details of this should be worked out in advance (don't just send us a tape and a want list!) Trades are handled ASAP. There are no limits on amount or speed, and we CAN edit commercials (though that means the tape will take longer to make.) All other details will be worked out in each particular trade.

2) LOCAL REQUESTS- If you live in or are visiting Bryan/College Station and have your own equipment, then we could meet at some mutually convenient time and place to make your copies (you provide blanks, of course.) If you have only one VCR the exchange will have to be at Helo & Kirk's or Jorge's apartments. Again, no limits on amount or format of stuff you can copy (within limits of mutual convenience, of course.)

3) OTHER REQUESTS- These are done with "dupe tapes", that is, you request a tape by number from our library and we copy it, in full, onto your blank tape in the original format. These are handled AT OUR CONVENIENCE. No limits on the amount of a request, but at least TRY to be reasonable or we will have to institute one. You do not have to be a Panime subscriber to request, but Panime members get priority over non-members, and locals get priority over out-of-town. With out-of-town requests, the tape MUST include return address and return postage.

BASIC RULES:
1) We only have the ability to trade in VHS format, don't even think of sending us a Beta tape.
2) There is NO CHARGE for copying, except you must provide your own tapes (or the money for them) and postage for the tapes (appr. $1.50 per tape).
3) No generic Hong Kong tapes. Tapes licenced for VHS, made in U.S.A., Japan, or West Germany only (see Paul's article).

We don't have enough room to print our complete tape list, so if you want to receive our list, send a SASE to Kirk for the handy dandy 70 plus tape list.

Here are some things we are looking for:

Z Gundam #1-16 (good copies)
Touch
Dirty Pair #9-10
Urusei Yatsura 3
2nd season Lupin episodes
Speed Racer

If you have some unusual stuff, let us know... We just luuuuuuuuuuuuuv to trade.

In upcoming issues of Image:

-more Mechaman

-even more Gundam movies

-a definite lack of videotape quality articles

-results of the "art" contest

-and much, much, more...

BIG BUCKS FOR BAD ART

His visage adorns his monthly column, a majestic prelude to his pearls of wisdom. Now you too can join the excitement by entering the:

WELL... UH ART CONTEST!

Depict Jorge Frank in any Japanimation persona and if your entry is chosen, win a grand total of $10.00 (ten dollars).

Submissions must be no larger than 8 1/2" x 11".
Include on back of submission:

Name
Address
City, State Zip code

Name of Jorge's persona.

Deadline for submissions: June 15, 1987. All submissions become property of the Paul D. Ortega Art Collection.

Judge: Paul D. Ortega
Sponsor: Paul D. Ortega

Art Credits:

pg.	
cover	Pazu/Sheeta - M. Hastedt
2	Kenshiro - Jump Comics
3	Kinnikku-Jorge - ???
3-8	Gundam related - Roman Album #35
8	Tatsuya - Shonen Sunday Comics
8	Alex/"Juree & Kei" - D. Barreiro
9	Rick Dias - Z Gundam-The Anime #3

We want to thank everyone who contributed to this issue (especially Patty Ewing, who typed most of the articles). Submissions are welcomed!!!